### DEFINITION

# PROOF PROCEDURE

A *proof procedure* is a combination of an inference rule and an algorithm for applying that rule to a set of logical expressions to generate new sentences.

We present proof procedures for the *resolution* inference rule in Chapter 12.

#### **DEFINITION**

### LOGICALLY FOLLOWS, SOUND, and COMPLETE

A predicate calculus expression X *logically follows* from a set S of predicate calculus expressions if every interpretation and variable assignment that satisfies S also satisfies X.

An inference rule is *sound* if every predicate calculus expression produced by the rule from a set S of predicate calculus expressions also logically follows from S.

An inference rule is *complete* if, given a set S of predicate calculus expressions, the rule can infer every expression that logically follows from S.

#### **DEFINITION**

# MODUS PONENS, MODUS TOLLENS, AND ELIMINATION, AND INTRODUCTION, and UNIVERSAL INSTANTIATION

If the sentences P and  $P \rightarrow Q$  are known to be true, then *modus ponens* lets us infer Q.

Under the inference rule *modus tollens*, if  $P \rightarrow Q$  is known to be true and Q is known to be false, we can infer  $\neg P$ .

And elimination allows us to infer the truth of either of the conjuncts from the truth of a conjunctive sentence. For instance,  $P \land Q$  lets us conclude P and Q are true.

And introduction lets us infer the truth of a conjunction from the truth of its conjuncts. For instance, if P and Q are true, then  $P \land Q$  is true.

Universal instantiation states that if any universally quantified variable in a true sentence is replaced by any appropriate term from the domain, the result is a true sentence. Thus, if a is from the domain of X,  $\forall$  X p(X) lets us infer p(a).

# Resolution in predicate logic

- When are predicate instances the same?
  - is P(x) same as P(y)?
  - Can we resolve P(x) with  $\neg P(5)$ ?
- **Substitution**: when a variable name is replaced by another variable or element of the domain.
  - Notation [x/a] means replacing all occurrences of x with a in the formula.
  - Example: substitution [x/5] in  $P(x) \lor Q(x, y)$  results in  $P(5) \lor Q(5, y)$
- Unification: matching literals and doing substitution so that resolution can be applied.

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# Resolution in predicate logic

- When are predicate instances the same?
  - If premises are  $\forall x P(x)$  and  $\forall y \neg P(y)$ , can we resolve P(x) with  $\neg P(y)$ ?
- **Substitution**: a variable name is replaced by another variable name or an element of the domain.
  - [Y/X]: change occurrences of X to Y.
    - [z/x]:  $P(x) \lor Q(x, y)$  becomes  $P(z) \lor Q(z, y)$
  - [a/X]: change occurrences of X to element a.
    - $[5/x]: P(x) \lor Q(x, y)$  becomes  $P(5) \lor Q(5, y)$
- Unification: doing substitutions so that resolution could be applied.

# Unification

- It is an algorithm for determining the substitutions needed to make two predicate logic expressions match.
- A variable cannot be unified with a term containing that variable. The test for it is called the occurs check.
  - e.g., cannot substitute X for X+Y in P(X + Y)
  - Most applicable when rather than having variables we have whole expressions (terms) evaluating to elements of the domain.
    - eg: x+y is a term: when x, y ∈ Z, x + y ∈ Z. With terms, can write formulas such as P(x + y) ∨ Q(y 2)

### ALGORITHM TO CONVERT TO CLAUSAL FORM (1)

1. Eliminate conditionals  $\rightarrow$ , using the equivalence

$$P \rightarrow Q = \neg P \lor Q$$
  
e.g, (∃X) (p(X) ∧(∀Y) (f(Y) → h(X,Y))) becomes  
(∃X) (p(X) ∧(∀Y) (¬f(Y) ∨h(X,Y)))

2. Eliminate negations or reduce the scope of negation to one atom. e.g.,  $\neg \neg P = P$  $\neg(P \land Q) = \neg P \lor \neg Q$ 

$$\neg (\exists X) p(X) = (\forall X) \neg p(X)$$
$$\neg (\forall X) p(X) = (\exists X) \neg p(X)$$

3. Standardize variables within a well-formed formula so that the bound or dummy variables of each quantifier have unique names.
e.g., (∃ X) ¬ p(X) ∨ (∀ X) p(X) is replaced by

e.g., 
$$(\exists X) \neg p(X) \lor (\forall X) p(X)$$
 is replaced by  
 $(\exists X) \neg p(X) \lor (\forall Y) p(Y)$ 

## ALGORITHM TO CONVERT TO CLAUSAL FORM (2)

4. ADVANCED STEP: if you have existential quantifiers, eliminate them by using Skolem functions, named after the Norwegian logician Thoralf Skolem.

5. Convert the formula to prenex form which is a sequence of quantifiers followed by a matrix.

e.g., 
$$(\exists X) (p(X) \land (\forall Y) (\neg f(Y) \lor h(X,Y)))$$
 becomes

 $(\forall Y) (p(a) \land (\neg f(Y) \lor h(a,Y)))$ 

6. Convert the matrix to conjunctive normal form, which is a conjunctive of clauses. Each clause is a disjunction.

e.g., 
$$P \lor (Q \land R) = (P \lor Q) \land (P \lor R)$$

7. Drop the universal quantifiers.

e.g., the formula above becomes  $p(a) \land (\neg f(Y) \lor h(a, Y))$ 

### ALGORITHM TO CONVERT TO CLAUSAL FORM (3)

8. Eliminate the conjunctive signs by writing the formula as a set of clauses

e.g.,  $p(a) \land (\neg f(Y) \lor h(a,Y))$  becomes  $p(a), (\neg f(Y) \lor h(a,Y))$ 

9. Rename variables in clauses, if necessary, so that the same variable name is only used in one clause.
e.g., p(X) ∨ q(X) ∨ k(X,Y) and ¬p(X) ∨ q(Y) become p(X) ∨ q(X) ∨ k(X,Y) and ¬p(X1) ∨ q(Y1)

Anyone passing his history exams and winning the lottery is happy.

### $\forall$ X (pass (X,history) $\land$ win (X,lottery) $\rightarrow$ happy (X))

Anyone who studies or is lucky can pass all his exams.

### $\forall$ X $\forall$ Y (study (X) $\lor$ lucky (X) $\rightarrow$ pass (X,Y))

John did not study but he is lucky.

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\neg study (john) \land lucky (john)
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Anyone who is lucky wins the lottery.

### $\forall$ X (lucky (X) $\rightarrow$ win (X,lottery))

These four predicate statements are now changed to clause form (Section 12.2.2):

- 1.  $\neg$  pass (X, history)  $\lor \neg$  win (X, lottery)  $\lor$  happy (X)
- 2.  $\neg$  study (Y)  $\lor$  pass (Y, Z)
- 3.  $\neg$  lucky (W)  $\lor$  pass (W, V)
- 5. lucky (john)
- 6.  $\neg$  lucky (U)  $\lor$  win (U, lottery)

Into these clauses is entered, in clause form, the negation of the conclusion:

#### 7. – happy (john)



Unification, Edited By John Shieh